

AGB-AS8E-USA

GAME BOY ADVANCE
GAME BOY® ADVANCE

STARX



bam!

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED:

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the 'Star X' Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The Language Select screen will appear (if this does not happen, begin again at step 1).
4. Choose your desired language and press A Button to proceed to the Main Menu.

CONTROLS:



MENU NAVIGATION:

BUTTON

Control Pad
A Button
B Button

ACTION

Highlight menu selections
Confirm Selection
Return to previous menu

GAME CONTROLS:

BUTTON

Control Pad
A Button (SINGLE TAP)
A Button (HOLD)
B Button
R Button
R Button (Double tap)
L Button
L Button (Double tap)
R&L Button
START
SELECT

ACTION

Ship flight DIRECTIONS
FIRE main weapon
LOCK ON mode to target
TURBO
TIILT RIGHT
ROLL RIGHT
TIILT LEFT
ROLL LEFT
Hold down simultaneously - BRAKE
START, PAUSE, RESUME game
Fire SMART BOMB

STORY:

You take on the role of a pilot assigned to escort a group of ambassadors from your home world to negotiate trade agreements with a newly discovered race – The Karask. Whilst spending time amongst the Karask on their home planet, you accidentally uncover the shocking truth behind the facade of this new ‘ally’. They are not here for friendship. They are here for SLAVES.



Before you have a chance to relay this shocking news to the rest of the party, the Karask discover you. You manage to avoid capture, but your party is captured and executed. With the aliens searching the base for you, you are left with no choice but to fight your way out of the base and off the planet in a desperate bid to alert the home world before the aliens have the chance to make their move...

MAIN MENU:



GAME MODES and **OPTIONS** can be accessed from the **MAIN MENU**.

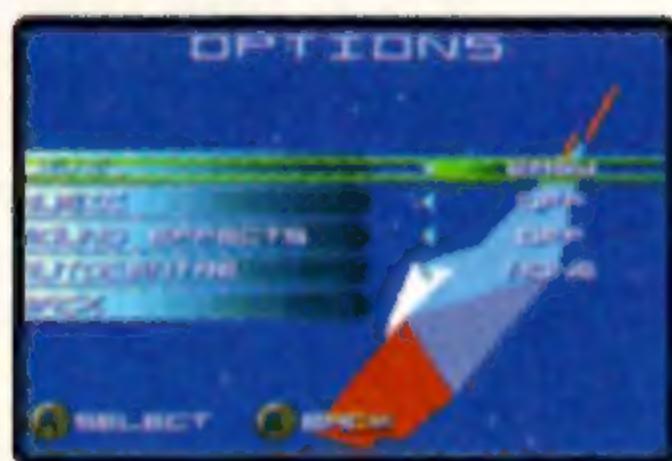
START: Start a **NEW GAME** in either **SINGLE** or **MULTIPLAYER** mode

OPTIONS: Set the game **OPTIONS**.

PRACTICE: **SINGLE** player **PRACTICE** mode.

CREDITS: View the game **CREDITS**

OPTIONS:



Customize the game settings.

LEVEL:

Alter the difficulty of the game.

EASY/MEDIUM/HARD

MUSIC:

Turn music ON or OFF.

ON/OFF

SFX:

Turn sound effects ON or OFF.

ON/OFF

AUTO CENTER:

Increase or decrease the speed of craft centering after a manoeuvre.

NONE/SLOW/MEDIUM/FAST

PLAYING A SINGLE PLAYER GAME:

MAIN GAME:

This is your 'flight to freedom' as you escape the clutches of the vile Karask, and speed to your home world, to warn them of the alien threat and the impending attack.

As you fly from planet to planet, your co-pilot will keep you apprised of your mission objectives and offer you tactical information on the possible forces that stand in your way.

PRACTICE GAME:

Jump into a 'holo sim' to practice your flight skills and hone your ability. Mission briefings will be presented prior to launch. These missions will test your skills of flying, accuracy and reactions to enemy attack patterns.

There will be two training modes:

GROUND BASED -

a level to test your piloting skills over ground. you must navigate around obstacles.

SPACE BASED -

a free roaming level through space. you must destroy a certain number of objects.

THE GAME SCREEN:



As you flee from the pursuing Karask forces, your mission objectives will be constantly updated. You will travel through their hostile star system, across the unseen landscapes of bizarre alien worlds...



...then up into the menacing depths of space, as you make your way home ward.

PAUSING THE GAME:

Press START at any time to pause the game. Press START again to resume play.

GAME FEATURES:

WEAPONS:

BASIC WEAPONS MODE

Your basic method of attack is the powerful set of front mounted twin laser cannons. These can be fired repeatedly or charged up to unleash a number of individually targeted blasts.

ENHANCED LASER UNIT

An 'enhanced laser unit' can be attached to your ship to augment your firing capabilities. This unit increases laser recharge to give faster firing, more deadly blasts.

PLASMA SHOT UNIT

The 'PLASMA SHOT UNIT' is the ultimate in offensive weaponry. Powered directly from the main engine core, it takes raw plasma and shoots it out in a devastating blast towards the enemy. Few shields can reflect the power of this super heated energy.

LOCK ON MODE

By holding down the fire button, the lasers begin to store a charge of energy, which can be locked onto a specific target. The last ship that passes through your sights becomes the locked target. By releasing the fire button, the target will be fired upon with a single unavoidable tracking blast.

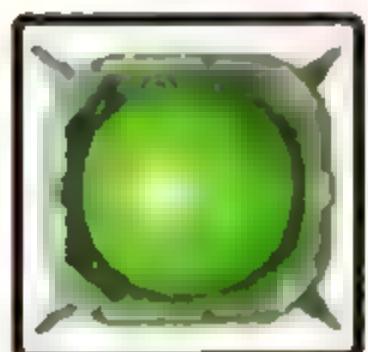
LASER SYSTEM UPGRADE

Upgrades will be available throughout the game in the form of pickups. Each time you collect a new upgrade, your laser systems will jump up a level in power. The higher the power, the less hits needed to destroy an each enemy and the faster the lasers fire.

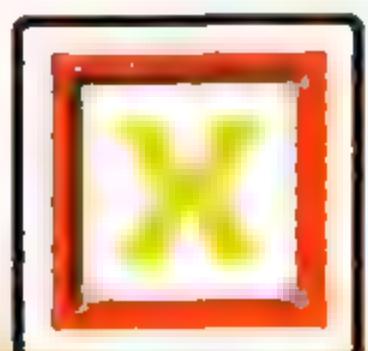
POWER-UPS:

Throughout the game you will be able to collect a number of different power ups to aid in your quest:

REPLACEMENT WEAPON SYSTEM



This power-up replaces your current weapon with a new one – cycles between the basic laser unit, enhanced laser unit and the plasma shot unit. The color of the central sphere determines the type of weapon system the player will receive. The color of the sphere changes every few seconds.



SMART BOMBS

Smart bombs can be used at any time to destroy multiple alien craft at once in a single gigantic blast.



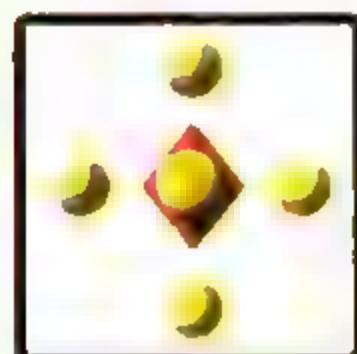
LASER POWER UPGRADE

Improves the standard laser weapon – up to 4 can be collected at once. With each additional upgrade the lasers fire faster and are more damaging.



SHEILD REPLENISH

Adds an amount of energy back on to your ships shield level.

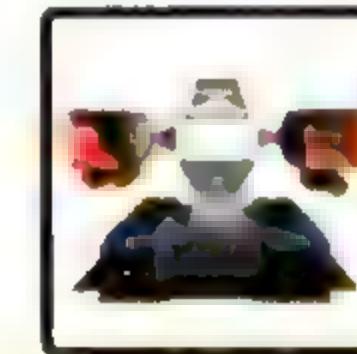


SHIELD BOOST

Replenishes your entire shield strength to full.

ADVERSARIES:

On your flee from the pursuing Karask force, you will encounter many of their vessels. Each has strengths and weaknesses, which you will learn during your various encounters. Only nerves of steel and a steady hand on the control stick will get you and your fighter through this in one piece.



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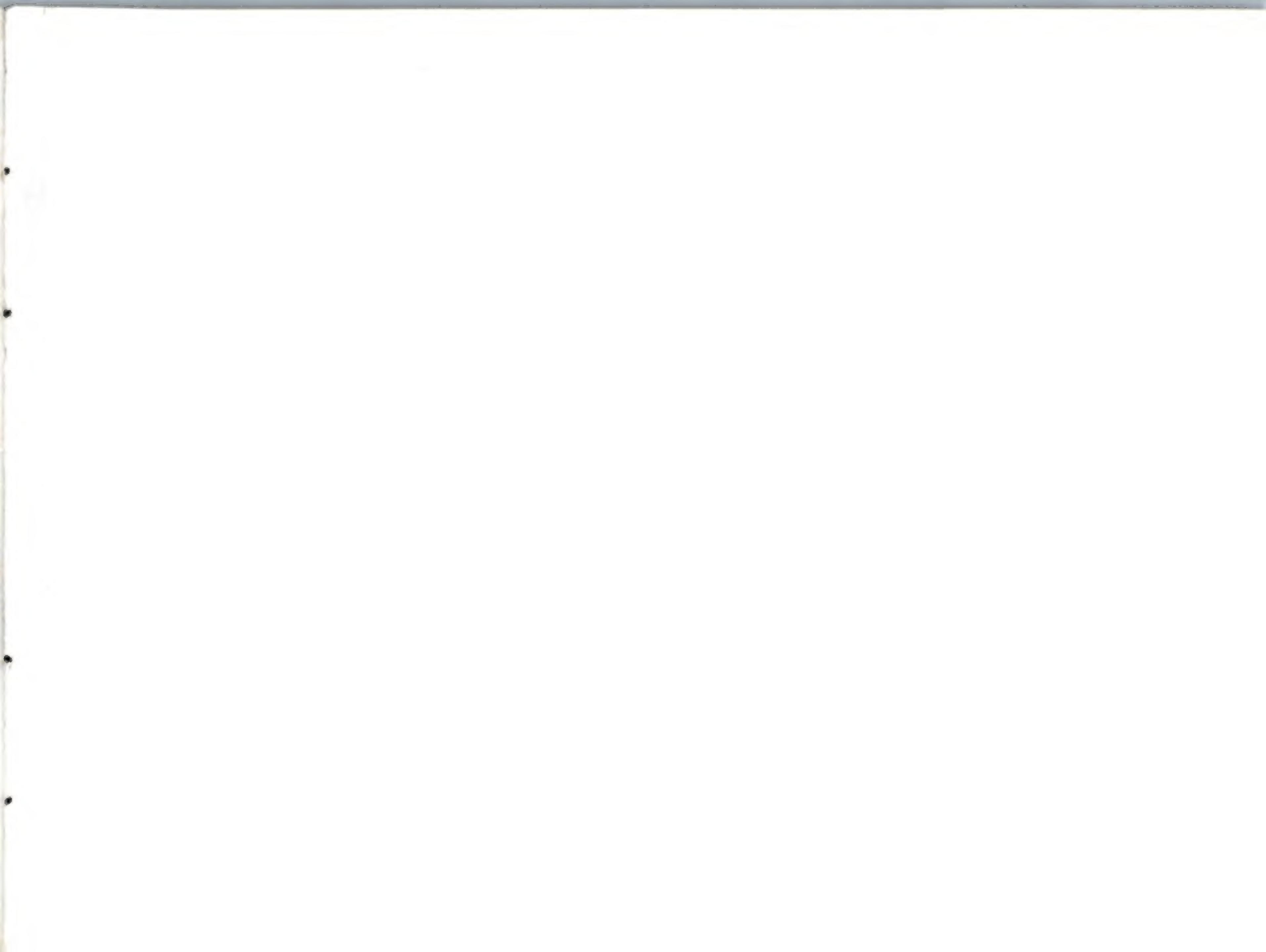
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BAM! Entertainment, Inc. warrants to the original purchaser of this product shall be free from defects in materials and workmanship for 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, **BAM! Entertainment, Inc.** will repair or replace the product, at its option, free of charge. This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address listed below:

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